Subject: LRUCache has the GetLRU () method, but does not have GetLRUKey()
Posted by fermium on Wed, 31 Oct 2018 10:08:43 GMT

In some situations, you need to know not only the value of the item to be removed from the cache, but also the key. The project I'm working on needs to get that key and do some work with it. I propose to add such functionality, like this:

```
template <class T, class K>
const K& LRUCacheKeyRet<T, K>::GetLRUKey()
{
 int tail = data[head].prev;
 return key[tail].key;
}
```

Subject: Re: LRUCache has the GetLRU () method, but does not have GetLRUKey()
Posted by mirek on Wed, 31 Oct 2018 11:51:13 GMT

OK, why not, applied. Thanks and welcome to the forum.

Mirek

Subject: Re: LRUCache has the GetLRU () method, but does not have GetLRUKey()
Posted by fermium on Thu, 08 Nov 2018 10:15:07 GMT

What about IsCached()?

```
template <class T, class K>
bool LRUCache<T, K>::IsCached(const Maker& m)
{
 Key k;
 k.key = m.Key();
 k.type = &typeid(m);
 int q = key.Find(k);
 if(q < 0)
  return false;
 else
  return true;

}
```

Subject: Re: LRUCache has the GetLRU () method, but does not have GetLRUKey()
Posted by mirek on Sun, 11 Nov 2018 16:20:27 GMT

fermium wrote on Thu, 08 November 2018 11:15What about IsCached()?

```
template <class T, class K>
bool LRUCache<T, K>::IsCached(const Maker& m)
{
 Key k;
 k.key = m.Key();
 k.type = &typeid(m);
 int q = key.Find(k);
 if(q < 0)
  return false;
 else
  return true;

}
```

Not fundamentally oposed, but I would really like to know what is the real life usage?